

Requirements for a software API to cover automotive video applications

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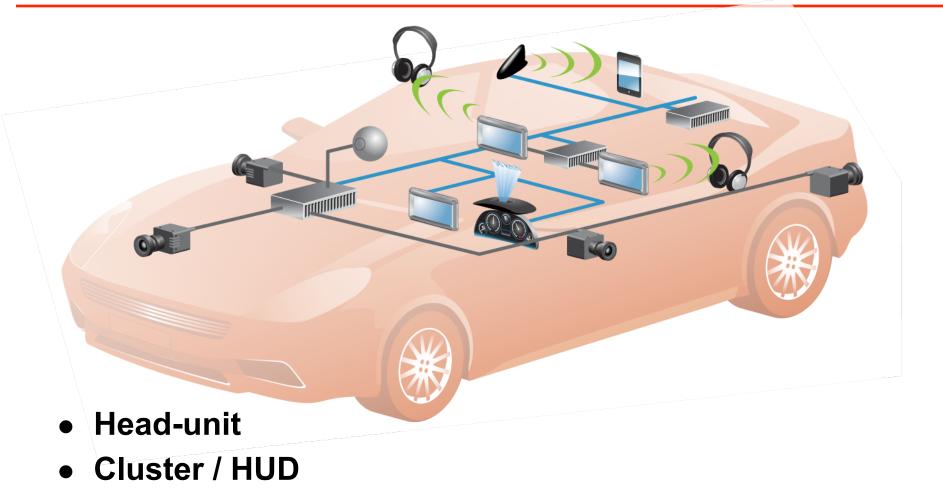
Corporate Overview

• Leading provider of:

- High-performance microcontrollers, digital signal controllers and microprocessors
- Mixed-signal, analog, interface and security solutions
- · Clock and timing solutions
- · Wireless and wired connectivity solutions
- Non-volatile EEPROM and Flash memory solutions
- Flash IP solutions
- ~ \$3.5 billion revenue run rate
- ~13,000 employees
- Headquartered near Phoenix in Chandler, AZ



Video in Automotive



• ADAS ECU

Rear-seat entertainment



Infotainment Apps

- Watching TV
- Navigation on all displays
- Playing movies
- Integration of mobile devices





Camera Apps

- Rear-view camera
- Top-view
- Passenger observation
- Position detection
- Digital mirror
- Park assistant
- Break assistant
- Drive assistant
- Autonomous driving





Formats

- Uncompressed
 - Bayer RGB
 - YUV
 - RGB
 - ...
- Compressed
 - MJPEG
 - H.264
 - H.265
 - ...





Clock Domains

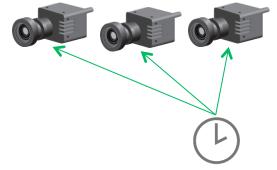
• Multiple clocks in the system

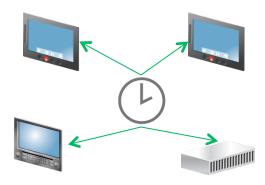
• Tuner, LTE modem, mobile device, ...

• Synchronization

- Sources
 - Multiple cameras stitched together to one topview image
 - Stereo-camera to measure obstacle distance
 - ...
- Sinks
 - Multiple displays showing the same stream
 - Video synchronized to cabin sound
 - ..









Safety Aspects

• Pack all data for transmission

- Clocking
- Presentation time
- CRCs

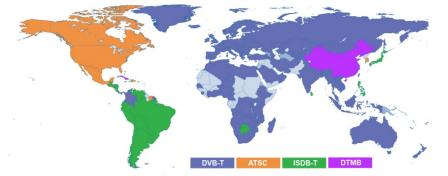
- ...
- Do not show old pictures in safety critical applications





Legal/Commercial Aspects

- Support country-specific solutions
 - DVB-T
 - ATSC
 - ISDB
 - DTMB
 - ...



 Use as few codecs as possible in each device to keep license cost low



Support content protection



Content Protection

Content-owner required to protect their streams when transmitted inside car

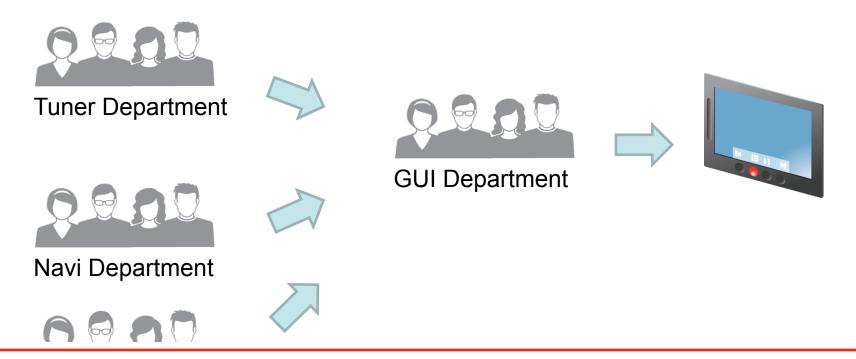
Medium	Consortium	Scheme
DVD	DTLA(5C)	DTCP
Blu-Ray	DTLA(5C) / DCP	DTCP / HDCP
DVB-X,	CI+	DTCP / HDCP
Miracast	DCP	HDCP

Consider also new streaming services



Organizational Aspects

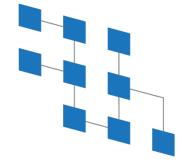
- Different groups provide different content parts
- Only one department is responsible for final front end





Programming Aspects

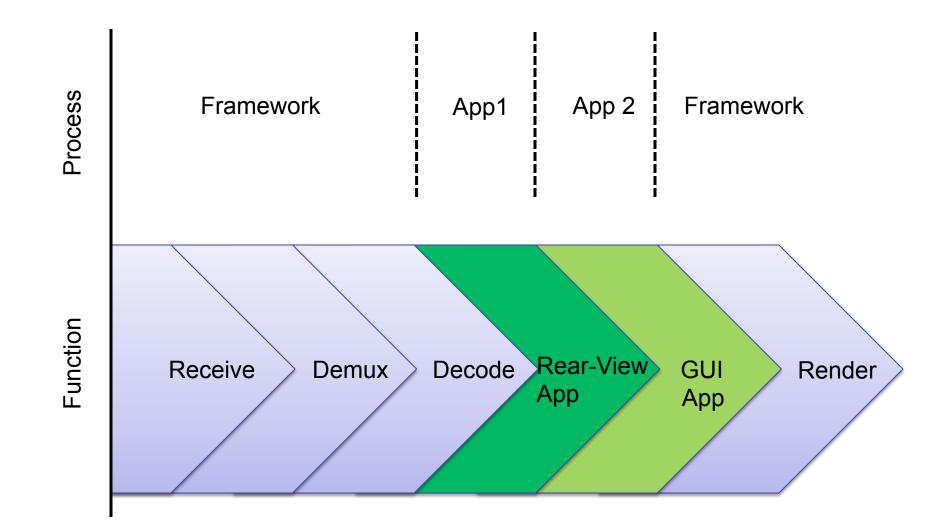
- Support different languages like C, C++, Java, HTML5, Qt, ...
- Small footprint to support small embedded systems
- No, or only little, dependencies



During runtime independent from state machines

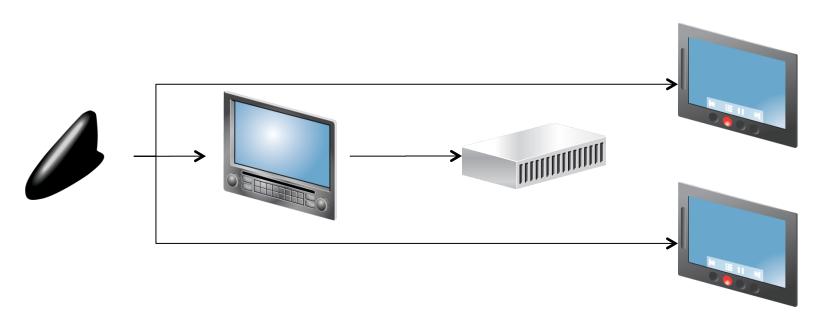


Example: Display Rear-View Camera





Example: Watching TV



Antenna

- Receive
- Demux
- Decode
- Overlay
- Encode
- Multiplex
- Send

Head-unit

- Receive
- Demux
- Decode
- Embed in GUI
- Render
- Send PCM

Amplifier

- Receive
- Mix
- Render

Rear-seat

- Receive
- Demux
- Decode
- Embed in GUI
- Render



Functionalities

• Source

- File
- cdev
- Capture
- Socket
- Pipe
- Shared mem
- ...

- De-/multiplex
- Decode
- Encode
- En-/decrypt
- Fork

. . .

- Re-timer
- Overlay

- Render
- File
- cdev
- Socket
- Pipe
- Shared mem
- ...

• Convert

• Sink



Data Container

- TS Packet
- Timestamps
 - PTS
 - PCR
- PES Packet
 - H.264
 - MJPEG
 - ...
 - MP3
 - AC3
 - DTS

• Raw

- RGB
- YUV
- ...
- PCM
- PDM
- ...



Already Available Functionalities

- GStreamer
- OpenMax
- libva
- Ffmpeg[™]
- Unfortunately none covers all requirements listed before



Framework Prototype Already Available

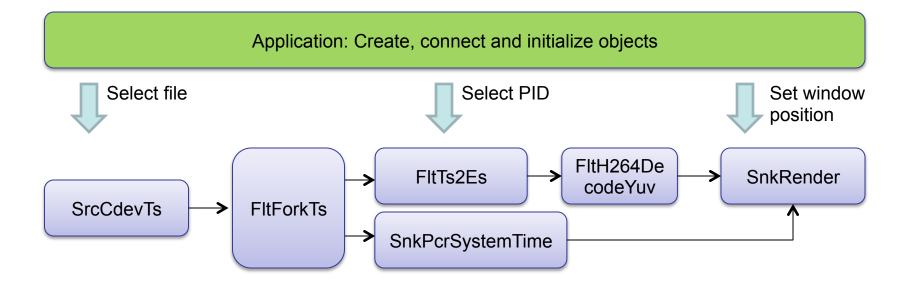
- Microchip developed major parts of a framework for networked video applications
 - Rear-view camera
 - Head-unit delivering navigation picture
 - Cluster display device
 - Rear-seat-entertainment
 - Cruise recorder





Example: Display

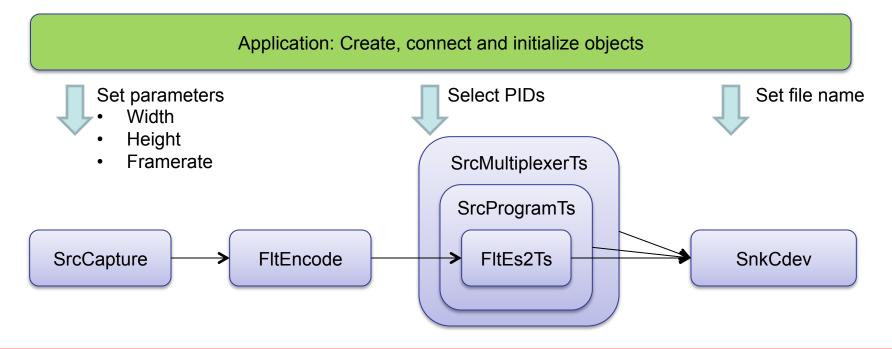
- Receive a TS from a cdev
- Recover time (PCR)
- Peel off transport layer to get elementary stream
- Decode video
- Render according to PCR





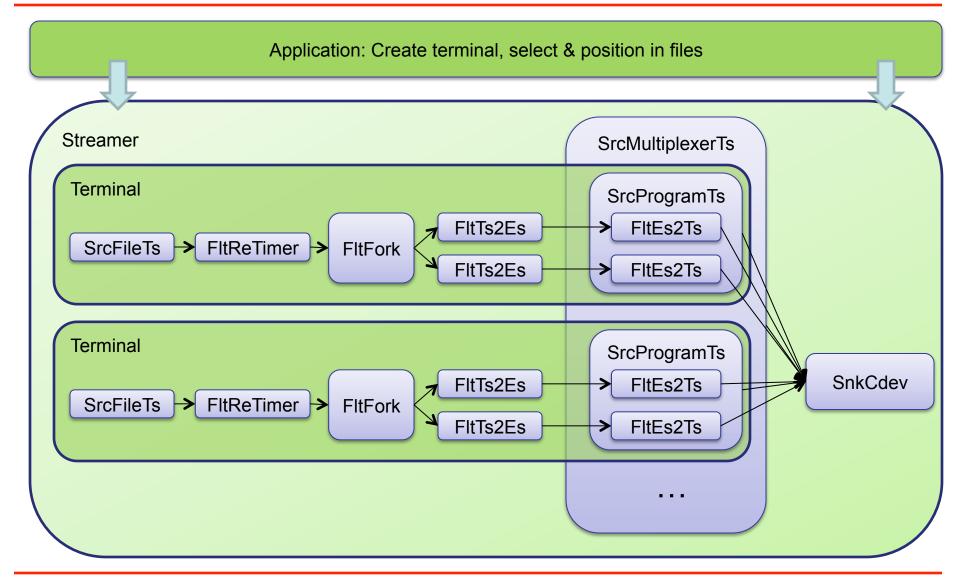
Example: Camera

- Capture camera picture
- Encode to H.264
- Multiplex into a transport stream
- Send to network





Example: Video-On-Demand





Questions?



Thanks!